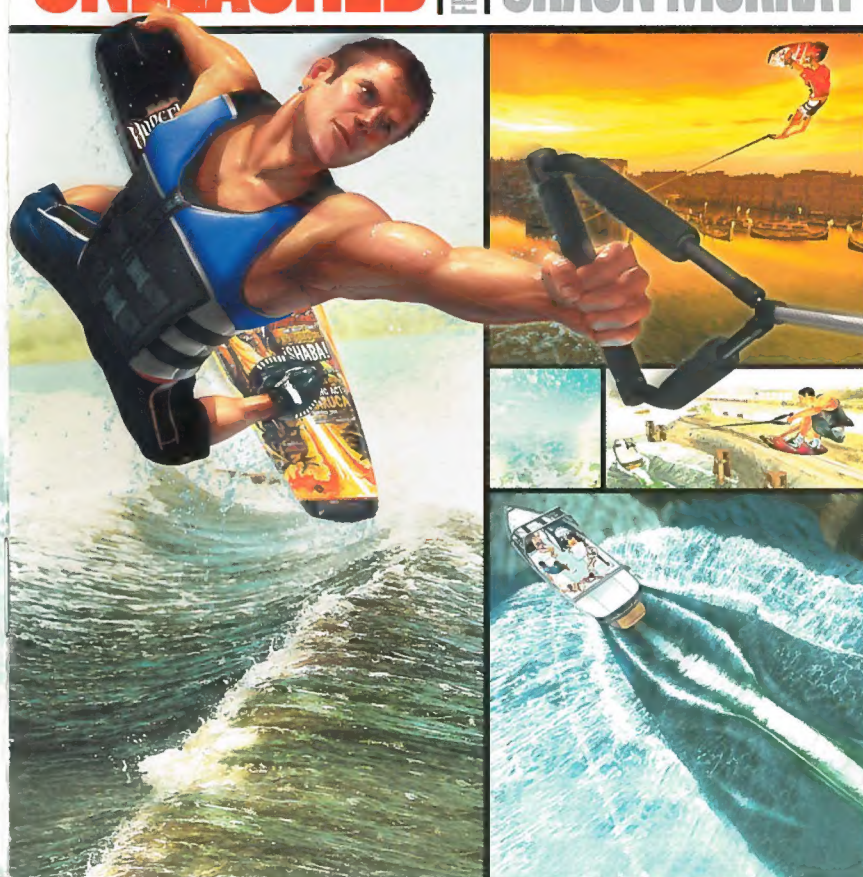


XBOX



WAKEBOARDING

UNLEASHED™ FEATURING SHAUN MURRAY



ACTIVISION
2

SPORTS REVOLUTION

ACTIVISION02.COM

shaba GAMES



Activision, Inc.
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About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

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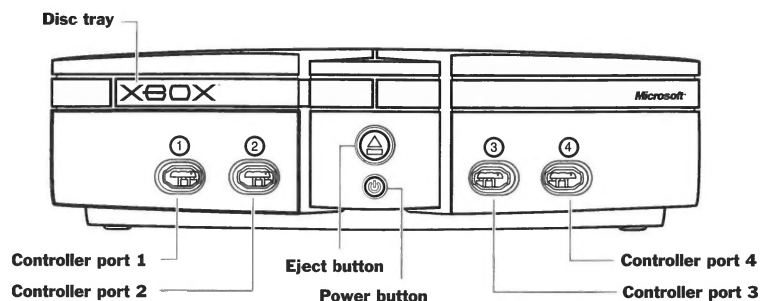
WAKEBOARDING UNLEASHED™

FEATURING | SHAUN MURRAY

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GETTING STARTED



Using the Xbox Video Game System

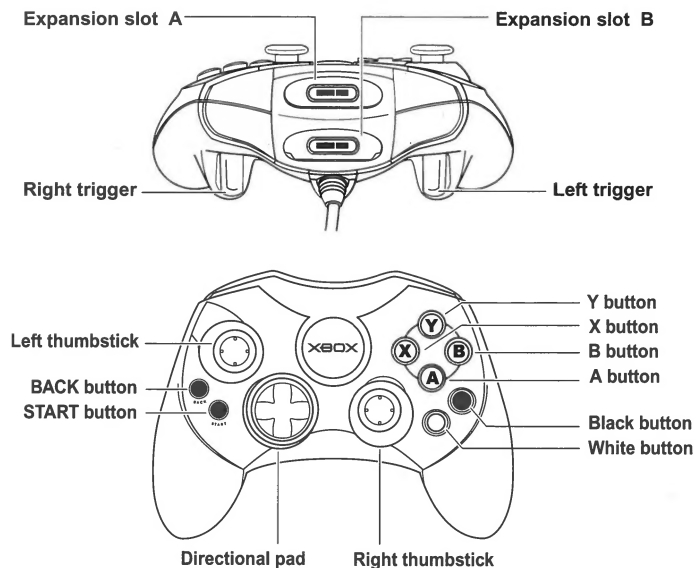
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Wakeboard Unleashed™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Wakeboard Unleashed™*.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

CONTROLLER CONFIGURATION



Using the Xbox Controller

1. Connect the Xbox Controller into any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Wakeboard Unleashed™*.

CONTROLLING THE RIDER

Basic Controls

Jumping

To jump, press and release the **A** button.

To jump higher, make sure you hit the **A** button at the tip of the wake. To do an even bigger jump, quickly press up twice on the directional pad and press and let go of the **A** button.

Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press the **X** button in combination with a direction on the directional pad. Each direction on the directional pad performs a different grab trick. The longer you hold the **X** button down during a grab trick, the longer you'll perform that grab trick with the score increasing over the length of the grab.

Invert Tricks

To perform an invert trick, you must first be in the air. Once in the air, press the **B** button in combination with a direction on the directional pad. Each direction on the directional pad performs a different invert trick.

Rail Tricks

To perform a rail trick, the rider must be near a slide-able surface. First the rider must jump (**A** button) and then press the **Y** button in combination with a direction on the directional pad when near the slide-able surface to perform a slide.

Manuals

To make the rider perform a "manual," quickly press **↑** then **↓** on the directional pad. Manuals are used to link multiple tricks together for larger combo scores.

Reverts

To make a rider "revert" when landing back down onto a quarter pipe, pull the **right trigger** right as you hit the quarter pipe's surface coming out of an aerial maneuver.

Boat Driving

To make the boat accelerate, press and hold the **A** button. To get a speed boost, hold down the **left** or **right trigger** while on solid ground.

Advanced Controls

Letting Go of the Rope

Wakeboard Unleashed™ does not limit you by making you constantly follow the boat. Release the rope by pulling the **left trigger**. Once free of the rope, you can go anywhere in the level. The longer you're off the rope, the more chance there is of losing momentum. There is a distance meter at the top middle of the screen. This lets you know how far you are from the boat. Once the meter flashes **L Trigger**, pull the **left trigger** and the boat will throw the rope back.

Note: Some objects in the levels will pull the rope out of your hand.

Switch Stance

You score more points when performing tricks in "switch" stance, which is the opposite of the rider's normal stance. To get into switch stance, pull the **right trigger**.

Wallrides

To perform a wallride, approach a wall at a 45° angle and jump into the wall while holding down the **Y** button. Press the **A** button to wallie.

Double-Tap Flips and Grabs

Double-tap a direction on the directional pad and the flip or invert button (for example, **← + ← + X**) to bust a double or more advanced version of the base trick. These tricks score more points than their base (single tap) trick.

Slide/Lip Branching

In the middle of a rail trick, tap twice on the **B** button, **Y** button, or **X** button—or any combination—to change your trick.

Advanced Tricks

To perform advanced tricks, try doing a grab in the middle of an invert trick or vice versa. This combination of tricks allows you to get more points and pull off bigger, better combos.

Control Tips

- When you start to bail off a rail trick, quickly do a grab or invert trick to avoid bailing.
- When you're not holding the rope, you lose momentum quickly. Keep an eye on the distance meter at the top middle of the screen.
- To get the most air off of the wake, release the **A** button at its tips.

Scoring Tips

- Combine grab and invert tricks while catching air for higher scores.
- You can continue your combo moves using reverts and manuals. Manuals keep your combo going across flatland ground sections. Reverts keep your combo going from big air tricks off of ramps.
- Every time you repeat a trick during a run, that trick's point value decreases. To get a high score, mix up the tricks you perform.
- Switch tricks are worth more and devalue separately from regular tricks.
- Try to trick into and out of every rail trick.
- Use special tricks for huge scores.
- Spinning (540°, 720°) while in the air performing tricks nets bigger scores. Press the **White** and **Black** buttons to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Trick across gaps (the blue text transfers) to maximize your combos.

Groove Meter

The groove meter is located at the top left-hand corner of the screen. It acts as the timer for the level. When you start riding, the groove meter will slowly start to diminish. By performing tricks and combos you can add more time to the meter. Once the meter runs out, your ride is over.

The Special Meter and Special Tricks

As you score points in *Wakeboarding Unleashed™*, your special meter (the meter in the top right of the screen) fills up. When the meter flashes red and yellow, you can perform special tricks that you normally cannot perform. The special meter increases as you perform tricks, so you can bust some special tricks in the middle of your first combo.

Special tricks are performed with multiple direction presses on the directional pad with the corresponding face button.



Slow Motion

When your special meter is full, press the **right thumbstick** button to perform a trick in slow motion.

MAIN MENU

The Main Menu allows you to select from all the different game modes. Press **←** and **→** on the directional pad to select the desired option. Press the **A** button to confirm.

Load/Save

Load previous games or save your current career.

Videos

Unlocked videos can be played from this menu. Play with different riders to unlock new videos.

Options

The Options Menu allows you to adjust music, sound effects and vibration settings.

Playlist

The playlist allows you to toggle songs on and off for a customized soundtrack.



ONE PLAYER MODES

Career Mode

In *Wakeboarding Unleashed™* you play as one of seven different pros in the sport of wakeboarding. Each level has three different kinds of goals associated with it: objectives, challenges and gaps. As you complete these goals, you open up new levels and acquire stat points and new boards. Each level has specific goals associated with it. No two levels are the same.

Viewing the Groove Objectives and Challenges: There are up to 16 Objectives and Challenges associated with each level. You can view these in the Pause Menu by accessing the **Attack Sheet**.

Groove Objectives

Each level has up to eight basic objectives. These objectives, when completed, open up specific challenges (see description below) or level-specific, interactive objectives. You can complete the objectives in Groove mode.



Challenges

Each level has a series of challenges that open up as you complete gaps and objectives. The challenges are more difficult than the objectives and often have very little to do with wakeboarding. In the challenges, you'll finally get a chance to drive the boat!

Gaps

Each level has a certain number of gaps that you must trick through in order to complete the level. To view gaps, you need **gap keys**. To get the gap keys, complete a gap while you're playing the level. Once you have a gap key, use it to unlock a new gap and view its location. Once you complete that gap, use your newly acquired gap key to view and complete another.

The Pause Menu

When you press **START** while playing the game you'll see the Pause Menu. Here you can access the **Attack Sheet** which lists all the objectives, challenges and gaps you've unlocked or completed. You can also end a challenge, restart a challenge, switch to Groove Mode, edit your play list or tinker with your sound options in the Pause Menu.

The Attack Sheet

This area of the Pause Menu details which objectives, challenges and gaps you've unlocked or completed. By selecting one of the three, you can view an objective, challenge or gap. This is also where you initiate the challenges that are open. Check the Attack Sheet often to see if anything has been updated.

Free Ride

Free Ride allows you to ride around the levels and get your trick lines just right without having to worry about the groove meter. This is a great place to practice setups in the different levels.

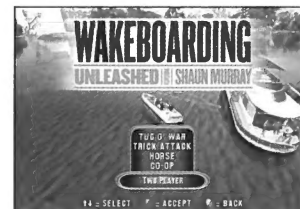
Free Drive

Hang up your board and grab the controls of the boat. Boat Driver mode allows you to take the boat for a spin around the level and see things from a different perspective.

TWO PLAYER MODES

If you and a friend are ready to go head-to-head, then you've come to right place. This mode contains many different two-player games.

Note: In order to select Two-Player mode from the Main Menu, two controllers must be plugged into the Xbox.



Tug-O-War™

Tug-O-War is an all-new gameplay mode. Each rider has a set length of rope at the beginning of the game. As you pull off tricks, your opponent's rope gets shorter until they run out of rope!

Trick Attack

The player with the highest score at the end of the time limit wins!

H.O.R.S.E.

This classic is included in *Wakeboarding Unleashed!* In this contest, you complete a trick and watch your opponent try to beat it. Each player has six seconds to start their trick, so time is of the essence.

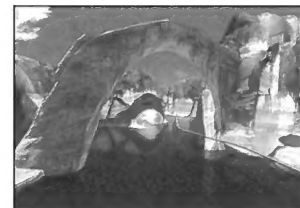
Co-Op Mode

This mode allows one player to control the boat and the other player to control the rider. Each level has specific challenges you have to complete in order to open the other areas. Rack up high scores, complete target practice and do a myriad of other level-specific challenges. It's up to you and your buddy.

THE LEVELS

Level 1: Lake Powell

It's good times in the summer sun. Head out to Lake Powell with your boat and board and let it rip. Don't mind the vacationers, all they want to do is get in your way. So hit some tubers and take the boat for a spin around the lake.



Level 2: The Bayou

Ah, the Deep South: Spanish moss, gators, and shrimp. What more could you ask for in a wakeboarding locale? I know, butter water, a nice wake, and a banjo player to set the rhythm for ya.



Level 3: Springfield

CAUTION!! There is a level 5 storm warning in effect. Animals are stranded, buildings are flooded, and helicopters are patrolling. Become the ultimate first aid volunteer as you tour this level. Save those animals! Hit those rails! Ride for your life!



Level 4: Pro Wakeboard Tour™ Exposition: Florida

It's time to strap on the board and show your stuff. The Pro Wakeboard Tour™ is in town. Compete through eight different challenges to get through this level.



Level 5: Hong Kong

Hong Kong, which was once part of the British territories...oh, who cares? We just want to ride here, right? This is one heavily trafficked place. The time of day is night, the water, while cold, is just right for riding. Do a boardslide across the floating restaurant or just chill on the junk boats.



Level 6: Belize

A tropical climate might be just what the doctor ordered. This exotic landscape is the perfect setting for some serious riding. Carve around recreational boats, ancient ruins and jaw dropping waterfalls. Keep a lookout for secret tunnels and rope bridges.



Level 7: Venice

Venice, Italy is known as the "City of Lovers" with its romantic gondola rides down its beautiful waterways and picturesque cityscape. So what does this have to do with wakeboarding? Well, considering you brought your board and boat, quite a bit. Tear this place apart, wreak havoc and take the romance out of romantic. Wakeboarding is not about falling in love, it's about getting your turn and throwin' some water around.



Level 8: Wakeboarding Magazine® Exposition: Delta

The Delta is a prime spot for a session with Wakeboarding Magazine®. There are eight separate challenges in this expo, so bring your "A" game.



Level 9: The Boneyard

The Boneyard is what it says: a graveyard for old Navy ships. There's plenty to do here, including riding on the slightly overturned battleship or taking a "slide" through the aircraft carrier. If you play your cards right, you'll be handed some water balloons, making the Boneyard even sweeter.



Level 10: Timber Lake

In the spring and summer, the Pacific Northwest is the perfect place to ride. The temperature is just right, the water is a perfect flat riding surface, and the loggers have accelerated their logging operations...what?! Get on your board and teach those lumberjacks a lesson. While you're at it, check out the other areas Timber Lake has to offer.



Parks Bonifay

Parks received a Guinness World Record when he became the youngest person to waterski at six months of age. A lot has changed in the last twenty years. Parks now finds himself on the cutting edge of this blossoming sport. His fearless style of riding and insane slider abilities rank him at the top of everyone's list of best wakeboarders.



Level 11: Ocean World

This amusement park offers some great...um...amusements for the well-trained wakeboarder. Nothing like boardsliding a roller coaster and chillin' with a killer whale. Once you ride this level, you'll wonder why you never thought to ride here before. You'll be screaming "Viva La Ocean World" before your session is complete.



Dallas Friday

Dallas Friday came onto the wake-boarding scene at the tender age of 13 and immediately made an impact. With an extensive background in gymnastics, Dallas is able to launch herself and pull off moves that most other riders dream about. She's a World Cup, Gravity Games and Pro Tour champion wakeboarder and an all-time heartbreaker. She's Dallas Friday and she means business.

Note: She's named after a city in North Carolina.



THE RIDERS

Wakeboarding Unleashed™ features seven of the hottest professional wakeboarders!

Shaun Murray

Shaun Murray is the definition of style. This two-time world champion wakeboarder is one of the O.G.s. His smooth form and laid-back riding have given him the nickname, "House of Style." Much like other riders, Shaun started on skis, but all that changed after one trip on the wakeboard. Riding professionally for the last six years, Shaun has proven a perfect ambassador for the sport of wakeboarding.



Tara Hamilton

Watch your back ladies, Tara has come to play. Tara pretty much set the pace of women's wakeboarding for four years, but a bum heel kept her out of events in 2001 and 2002. This season Tara plans to come back in a big way, healed and ready to go.



Cobe Mikacich

"The Mikker" is one of the premier ambassadors for the sport of wakeboarding. Oh yeah, he's not too shabby on a board, either. 2002 was a comeback year for Cobe, who sustained a major knee injury the previous season. Cobe's been riding since 1990 and has competed in numerous professional tournaments. He also runs his own summer tour where he gives people in the wakeboarding community a chance to ride with the pros and learn the basics of riding.



Darin Shapiro

Darin has been involved in the competitive end of the sport since the beginning, and has won every title possible in wakeboarding. He takes the sport seriously and is partly responsible for its recent ascent in the ranks of extreme sports. He practices hard and rides even harder. He also produces his own music in a recording studio in his house. If you ever run into him, make sure to ask for one of his CDs.



Collin Wright

Mainstream and Collin Wright are two things that don't go together. Collin sets his own pace in the sport of wakeboarding. Known to his friends as "C-Dub," Collin can be found at Mt. Hood in the winter and various waterways and skateparks in the summer. Collin also runs his own production company from which he produces his own wakeboarding videos.



UPGRADES

Stats increase your rider's performance. There are ten types of stats for each rider, both pro and custom riders.

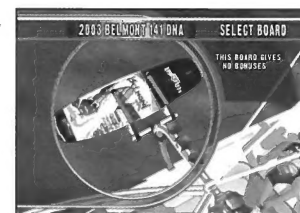
- **Jump Height** – Affects the boost you get when you catch air.
- **Hang Time** – Affects the length of time you stay in the air.
- **Turning** – Affects how fast you cut in the water.
- **Air Control** – Affects the speed at which you move left to right in the air.
- **Rail Balance** – Affects your balance when sliding on a rail.
- **Carve Balance** – Affects your balance while performing a manual.
- **Switch** – Determines how well you ride when you're boarding switch. When switch stats are full at 10, the rider will be equally skilled, regular and switch.

Tip: In Career Mode, stats that are earned can be tweaked and rearranged any way you like. Default stat settings can't be altered. Collect stat points by completing goals in Career Mode, and increase your stats until all categories are full.



SELECT BOARD

As you progress through the game, you'll find two other boards to add to your arsenal. You can switch boards on the Select Boarder screen. Some boards are better than others. Make sure you pick the one that is best for what you want to accomplish.



CREDITS

Designed & Developed By

Shaba Games, LLC.
(in alphabetical order)

Arnold Ayala, Ron Barry, Michelle Collins, Rick D'Aloisio, Sylvain Dubrofsky, Steve Ekstrom, Lorien Ferris, Chris Frenton, Brad Fulton, Keith Goreham, Bill Green, Chris Hatala, Paul Hermann, Mike Hough, Yu Ping Hu, Sean Hunt, Myriam Joire, Anthony Jules, Coro Kaufman, Ronny Kim, Zak Krefting, Paul Kwinn, Chris Ledesma, Zippy Lehnus, Alex Linde, Brandon Luyen, Jon Menzies, Ann Mikulka, David Minogue, Tamsen Mitchell, Sean Murray, Tim O'Neil, Damon Redmond, Quin Richards, Vince Riley, Adam Ruja, Chris Scholz, Leif Simonson, Ryan Smith, Darryl Starr, Mike Stephan, Tom Teuscher, Nate Van Dyke, Hal Wasserman, Scott Werner, Joseph Wong, Noah Zilberberg

Contractors

Rodger Ferris, Brett Hartshorn, Victor Huang, Patrick Kenney, Stephen Trusty, Shame Entertainment, Santa Cruz Games

Assisted by

Kim Bowen, Zellman Helmer, Caroline Horn, Elise Mundell, Samara Weiss

Professional Photographic Services

Joseph Antonetti (for dangling out of a chopper), Rob Dillion (for making sure Joe didn't fall)

Helicopter pilot

Jan Maier for his daredevil flying skills

Shaba's Special Thanks

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Pro Wakeboarders

Shaun Murray, Parks Bonifay, Dallas Friday, Tara Hamilton, Cobe Mikacich, Darin Shapiro, Collin Wright

Published By

Activision Publishing Inc.

Producer

Jeff Poffenbarger

Associate Producers

Trey Smith, Jesse Smith

Senior Producer

Brian Bright

Music Supervision

Nelson Bae and Lori Lahman
SonicFusion

Video Production & Editing

Jenny Bright
sphericproductions.com

Video Footage Provided by

Bump Films

Thanks to

Simon Ebejer, Eric Koch, Jairo Silva, Pat Bowman, Tommy Lee

Additional Music Help

Jason Alan Brame

Activision Studios

Executive V.P., Worldwide Studios

Larry Goldberg

V.P., North American Studio

David Stohl

Activision Marketing

E.V.P., Global Pub & Brand Mgmt

Kathy Vrabeck

V.P., Global Brand Mgmt.

Will Kassoy

Director of Global Brand Mgmt.

David Pokress

Associate Brand Manager

Ted Chi

Manager, Corporate Communications

Ryh-Ming C. Poon

Creative Services

V.P., Creative Services & Operations

Denise Walsh

Marketing Creative Director

Matt Stanner

Creative Services Manager

Jill Barry

Business Affairs

George Rose, Greg Deutsch, David Kay, Carolina Trujillo, Phil Terzian, Mike Larson, Danielle Kim, Pat Horan

Activision Special Thanks

Kelly Byrd, Jim Desmond, Paula Cuneo, Dion Brain, Kristina Starlin, Suzy Luko, Michele Moran, Roger Erickson, Matthew Powers, Brian Pass, Brian Clarke, Todd Jefferson, Marc Turndorf, Jay Gordon, Juan Valdez, Dane Morton, Chris MacEwan, Krigen Lum, Adam Goldberg, Chuck Park, John Sweeney, Mike Ward, Lindsay Hayes, Stacey Drellishak, Blaine Christine, Chris Archer, Rick Firmetouchesern, The Lost and Found Crew, Sean Dishman, Paul, O'Brien, Mike Chiang, Deanna Natzke, Byron Beede, Mike Fletcher, Irwin Chen, Pete Cortollesse, Kane Cortollesse, A.J. Trujillo, Ed Farias

Activision Quality Assurance/ Customer Support

QA Project Lead

John Rosser

QA Manager

Joe Favazza

Floor Lead

Ian Moreno

Test Team

Elliot Jackson, Derek Faraci, Sasan Helmi, Clint Baptiste, Arie Shabtai, Jason Ralya, Dave Padilla, Omari Valentine, Arthur Usher, Jef Sedivy, Jon Virtes, Max Martin, Mike Sternad, Ryan Whearty

Manager, Technical Requirements Group

Marilena Rixford

Lead, Technical Requirements Group

Siôn Rodriguez y Gibson

Testers, Technical Requirements Group

Aaron Camacho, Jacob Biegel, Nicholas Weaver, Robert Lara

Manager, Customer Support

Bob McPherson

Customer Support Leads

Gary Bolduc—Phone Support
Michael Hill—Email Support
Rob Lim—Information and Escalation Support

CSQA Special Thanks

Jim Summers, Jason Wong, Tim Vanlaw, Nadine Theuzillot, Ed Clune, Matt McClure, Chris Keim, Indra Gunawan, Marco Scataglioli, Todd Komesu, Mike Beck, Adam Hartsfield, Willie Bolton, Chad Siedhoff, Jennifer Vitiello, Sarah Pepin, Kali Pepin, Shawn Scotland, Mary Dunn, Nick Favazza, Mike Rixford, Tyler Rivers

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Written by Shorty Medlock
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"Motorcycle"

Performed by Love and Rockets
Written by Daniel Ash, Kevin Haskins, David Jay
Published by Universal/Momentum Music Ltd.
administered by Universal-Polygram
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"Shake 'Em On Down"

Written and Performed by R.L. Burnside
Published by Mockingbird Blues Publishing Ltd
(BMI) as administered by
Wixen Music Publishing

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"Who Do You Love"

Performed by George Thorogood
& the Destroyers

Written by Elias McDaniel
Published by Arc Music Corporation (BMI)
Courtesy of Rounder Records by arrangement
with Ocean Park Music

"It Returns"

Performed by The Greenhornes
Written by Craig Fox,
Patrick Keeler, Jack Lawrence
Published by Each Hit Below Me (BMI)
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"I Wanna Be Your Dog"

Performed by The Stooges
Written by James Osterberg, Jr., Scott Asheton,
Ron Asheton, David Alexander
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"Nitroglycerine"

Performed by The Gories
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Published by Dog Butt Music (BMI),
South of 8 Mile Music (BMI)
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"It Aint' What You Do (It's How You Do It)"

Performed by J. Geils Band
Written by Juke Joint Jimmy
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"Mississippi Queen"

Performed by Mountain
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"Selling Submarines"

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Jason Rosenberg, Carson Bell, Scott Batiste
From the Lookout! Album "Real Feelness"
Courtesy of Lookout! Records
By arrangement with Ocean Park Music Group

"Break 'Em On Down"

Performed by Soledad Brothers
Written by Johnny Walker, Ben Swank
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"I-75 Boogie"

Performed by Soledad Brothers
Written by Johnny Walker, Ben Swank
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"Unchained"

Performed by Van Halen
Written by Edward Van Halen, Alex Van Halen,
Michael Anthony, David Lee Roth
Published by © 1986 Van Halen Music (ASCAP)
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"Dueling Guitars aka Dueling Banjos"

Written by Don Wilson,
Bob Bogle, Joe Saraceno
Published by Tridex Music Publishing as
administered by Malcolm Wiseman, Esq.

"Way Down The River"

Performed by Jamie Dunlap
Written by Jamie Dunlap, Scott Nickoley
Published by Revision West Music (BMI);
Red Engine Music (ASCAP)
Courtesy of Marc Ferrari/MasterSource

"The Ho-Down"

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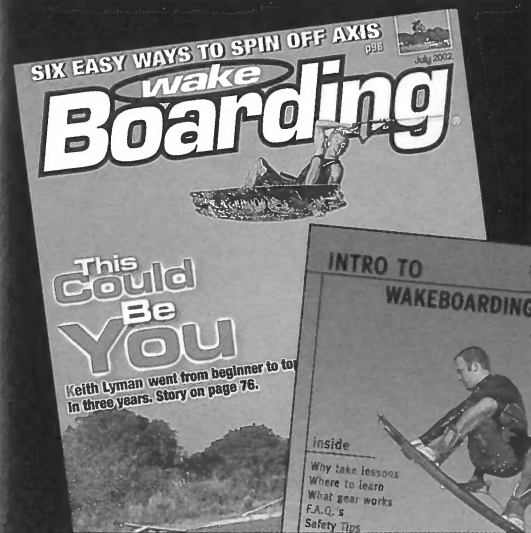
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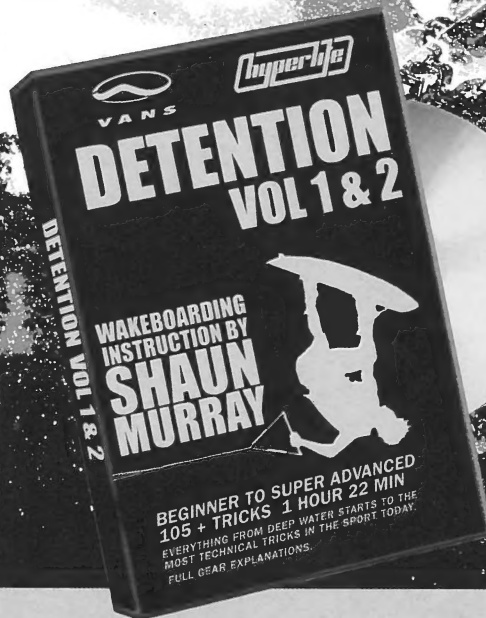
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